

SYSTEM AND METHODS FOR A CHARACTER MOTION ANIMATION TOOL

ABSTRACT OF THE DISCLOSURE

A method and system for creating an object or character in a drawing window and simultaneously displaying the object or character in animated form wherein the animated form is available for instant playback or feedback to the user is described. A single process is used for creating the object and animating the object. The user is able to draw the object in a drawing window and have the object animated in an animation window as the object is being drawn, thereby allowing the user to immediately see the results of the animation. A single process is used to create the object or character (i.e., the “drawing” stage) and to display the object in animated form. The drawing and animation can be shown side-by-side for the user thereby enabling the user to see the animation of a character that the user had created moments before. The animation can take place in an animation window or be placed in a pre-existing context, such as an ongoing story line or a collaborative community context created by multiple users.